

Offense

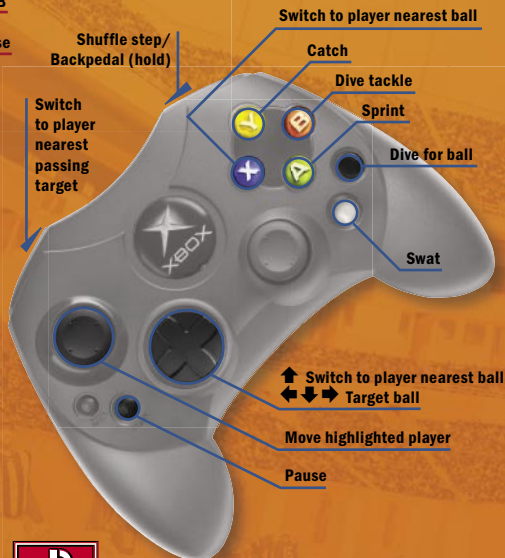
Read and Lead Passing



Create leagues.
Dominate tournaments.
Become a legend.
www.xsnsports.com

Defense

After the Snap



<http://www.replacementdocs.com>



0703 Part No. X09-61183

Get the strategy guide
primagames.com

Microsoft
game studios



LIVE ONLINE ENABLED



NFL FEVER 2004



PLAYERS

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Contents

- 2 Get In the Game
- 3 New for 2004
- 4 User Profiles
- 6 Playpicker

OFFENSE

- 8 Before the Snap
- 9 Audibles
- 10 Hot Routes
- 11 Motion Routes
- 12 One Button Passing
- 13 Trigger Passing
- 14 Read and Lead Passing
- 16 Adjusting Pass Height
- 17 Receiver
- 18 Ball Carrier
- 19 One Button Control

DEFENSE

- 20 Before the Snap
- 21 Defensive Schemes
- 23 After the Snap
- 24 Kicking
- 25 Fatigue
- 26 XSN Sports
- 27 Xbox Live
- 31 Credits
- 32 Warranty
- 33 Customer Support



© Robert E. Kien/NFL Photos

Get In the Game

Welcome back, sports fans. XSN Sports is proud to present the latest installment in the *NFL Fever* franchise. And this year, it's all about giving you control—from passing options to creating your own plays to forming your own leagues online. Here's a look at some of the many ways you can play...



Practice

Learn basic game controls, and work on your play execution. Press **BACK** to restart the play immediately in this mode.

- **Training Camp:** Work on your running, passing, kicking, and tackling skills.
- **Chalk Talks:** Get expert advice from Ron Pitts.
- **Open Practice:** Take the field for a scrimmage against your own team.

Dynasty

Take control of a team, and build a long-term powerhouse.

General Manager

Make trades and substitutions, create or edit players, create custom uniforms, and more.

Single Game

Pick two available teams, and then go head-to-head against a friend or the computer in just one game.



Visit www.xsnsports.com to sign up for a league or create one of your own. Play tournaments over *Xbox Live*, and keep up to date with stats tracking, e-mail reminders, and more.

Page 26



Play against a real, live opponent over the *Xbox Live*™ service, or use System Link to connect two Xbox consoles.

Page 27

New for 2004

XSN Sports...

lets you play the game like never before. Grab a PC, get online, and visit www.xsnsports.com to sign up for leagues, create your own leagues, check out stats, chat on message boards—the list goes on. After you sign up for a league, you'll receive an ID and a password. Take those back to your Xbox, sign on to *Xbox Live*, and play in a tournament at the designated time. See pg. 26 or visit www.xsnsports.com for more info.

New control options...

allow everyone to compete. Rookies, try **One Button** passing and running controls (pgs. 12 and 19). Hardcore? Then go for **Read and Lead** passing (pg. 14).

Specifying your game style...

does more than simply make the game easier or more difficult. It actually changes the way your team plays the game. To change your play style, from the **Main Menu**, select **General Manager**. From the **General Manager** screen, select **Coaching & Player Reports**, and then select **Team Play Style**.

User Profiles

The user profile you set up defines how you want to play the game—including your preferences for play style, passing style, and controller configuration. You can alter your settings at any time by choosing **User Profile** from the **Main Menu** or by selecting **User Options** from the **Pause** menu during a game—and your changes will be saved automatically to your user profile. It doesn't get much easier than that.

To create a new user profile

1. From the **Main Menu**, choose **User Profile**.
 2. Select **Create User Profile**.
 3. Use the virtual keyboard to give your profile a name.
 4. A wizard will guide you step by step through setting up your preferences.
- or–
1. From the **Main Menu**, choose **Single Game**.
 2. On the **Controller Select** screen, assign your controller to **Home** or **Away**.
 3. Scroll up or down to select **New Profile**, and then press **A**.
 4. Use the virtual keyboard to give your profile a name.
 5. A wizard will guide you step by step through setting up your preferences.

NFL Fever Facts

Don't forget that you can change your user profile settings at any time—even in the middle of a game. Just press **START** to bring up the **Pause** menu, and then select **User Options**.

To make changes to an existing profile

1. From the **Main Menu**, choose **User Profile**.
2. Select **View/Modify Profiles**.
3. Select the user profile you want to edit.
4. Navigate through the menus, and make any changes you want. Your new settings will be saved automatically.

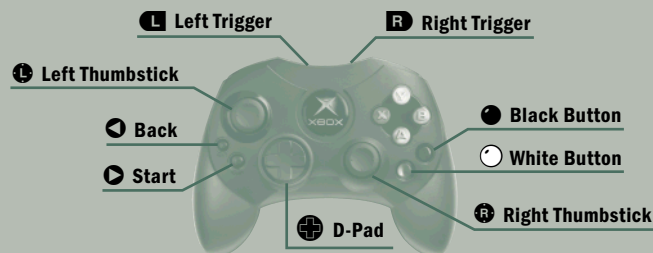
–or–

1. During a game, from the **Pause** menu, choose **User Options**.
2. Navigate through the menus, and make any changes you want. Your new settings will be saved automatically.

NFL Fever Facts

Your user profile is where you set and save your personal preferences for **Passing Mode** (**One Button**, **Trigger**, or **Read and Lead**) and for **Run Control** (**One Button** or **Normal**).

Key to Xbox Controls



Playpicker

At the start of each down, you'll need to decide which play to run. The Basic Playpicker lets you choose a play based on what you want to do—run, pass, defend against a run, etc. The Advanced Playpicker lets you choose a play based on a formation. The Playpicker is set to **Basic** by default. To switch to **Advanced**, change the **Playpicker Mode** in your user profile. (See pg. 4 for more info on user profiles.)

If you're unsure about which play to choose, go with one of the **Coach's Choice** plays—they've been handpicked by our NFL Fever experts for a situation just like yours.

Below are keys to the symbols you'll see on the play diagrams.

Offensive-Play Key		Defensive-Play Key	
	Player in motion		Defensive back
	Ball carrier's route		Linebacker
	Primary receiver's route		Down lineman
	Other receivers' routes		Rush path
	Fake handoff		Blitz path
	Blocker's assignment		Zone coverage
			Man-to-man coverage
			QB contain

NFL Fever Facts

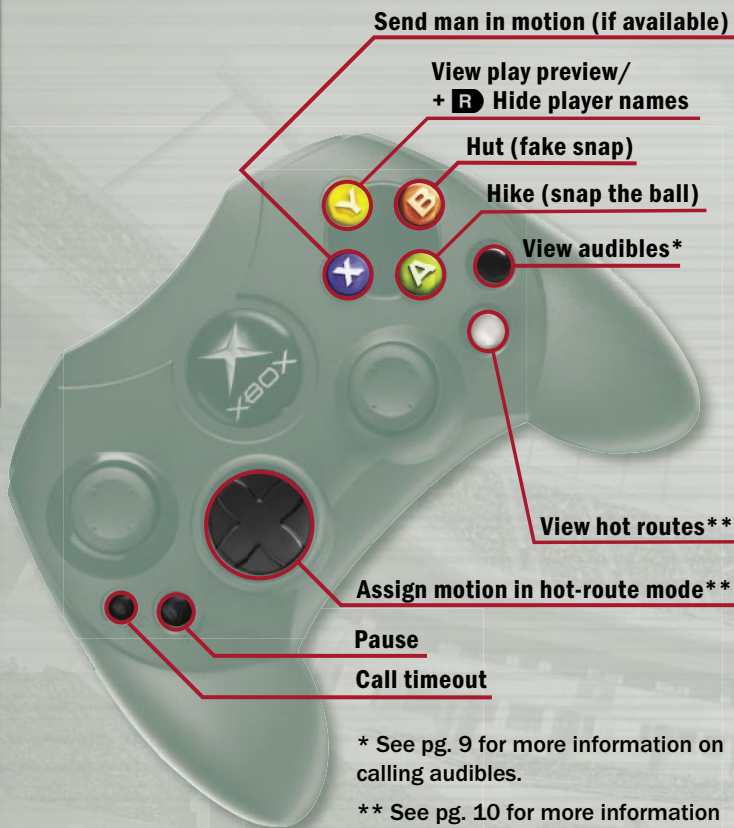
When in the Playpicker, press **Y** to listen to some helpful information from the Assistant Coach about the highlighted play.



Note: The controls shown here are based on the Default Controller Configuration. The Playpicker controls will change if you use a different Controller Configuration.

OFFENSE

Before the Snap



* See pg. 9 for more information on calling audibles.

** See pg. 10 for more information on calling hot routes.

NFL Fever Facts

Press **B** to fake the hike and try to draw the defense offside.

Audibles

After you've chosen a play, but before the ball is snapped, you've still got one last chance to change your plan of attack—by calling an audible. Note that the clock will continue to run while you are choosing an audible.

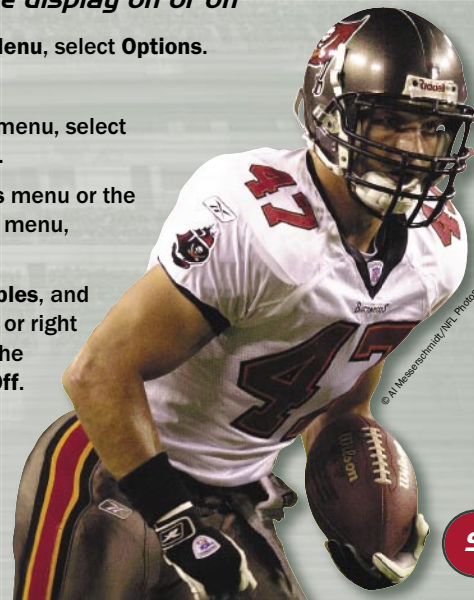
To call an audible

1. Press **Y** to view the available audibles.
2. Use **Left Stick** to scroll through the audibles.
3. Click **R** to flip the audible horizontally.
4. Press the button that corresponds to the audible that you want to use, or press **BACK** to cancel.

To make sure your opponent doesn't see your audible options, you can turn off the On-Field Display. You can still call an audible, but you must remember which button to press because the options don't appear on the screen for you. Note that the On-Field Display cannot be turned off during Xbox Live games, but your online opponent cannot see your display anyway.

To turn the audible display on or off

1. On the **Main Menu**, select **Options**.
—or—
On the **Pause** menu, select **Game Options**.
2. On the **Options** menu or the **Game Options** menu, select **Display**.
3. Highlight **Audibles**, and then press left or right on **R** to turn the setting **On** or **Off**.



OFFENSE

Hot Routes

If you've chosen a pass play, then notice a mismatch or single coverage at the line, you can change a receiver's route by using a hot route. You can also use a hot route to change a running route. Note that the clock will continue to run while you are choosing a hot route.

To use a hot route

1. When the QB is set, press **O** to display the receiver options.
2. Press the appropriate button to choose the receiver whose route you want to change.
3. Press **A** to see the available hot routes.
4. Use **L** to select a new pass route.
5. Press **X** to flip the hot route, if you want.
6. Press **A** to accept the change and return to the game, or press **O** to cancel the hot route.



NFL Fever Facts

Want to know more? Check out www.nflfeverinsider.com for tips, strategies, behind-the-scenes stories, and more.

Motion Routes

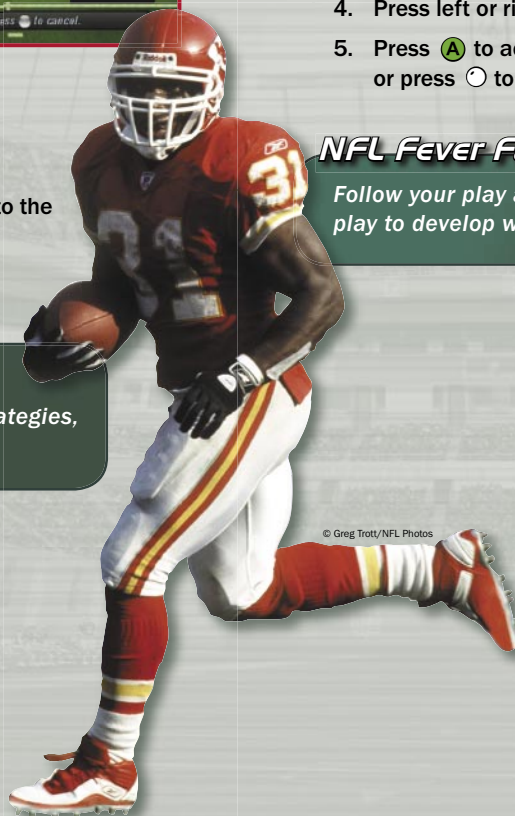
Similar to a hot route, a motion route allows you to change a receiver's position on the field just before the snap, and then send that receiver in motion. You can call a motion route whether you've chosen a passing play or a running play. Note that the clock will continue to run while you are choosing a motion route.

To use a motion route

1. When the QB is set, press **O** to display the receiver options.
2. Press the appropriate button to choose the runner whose route you want to change.
3. Press **Y** to see the available motion routes.
4. Press left or right on **+** to select a new running route.
5. Press **A** to accept the change and return to the game, or press **O** to cancel the motion route.

NFL Fever Facts

Follow your play assignment. Sometimes, waiting for the play to develop will result in a better run or blitz.



© Greg Trott/NFL Photos

OFFENSE

One Button Passing

Long-time *NFL Fever* fans will already be familiar with the **One Button** passing controls. This simple option is your best bet for getting off a pass easily.



NFL Fever Facts

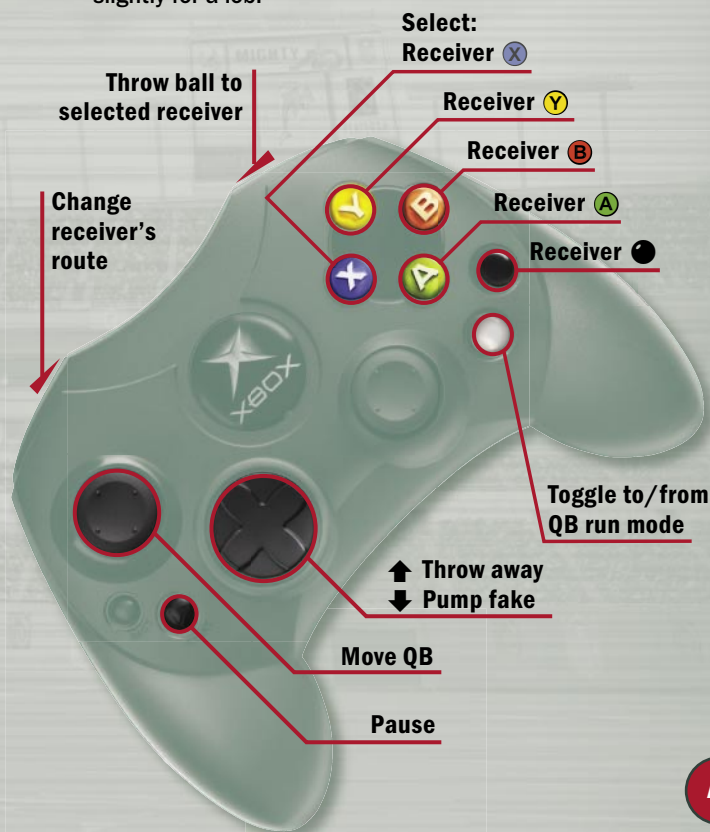
Successful passing plays are often built on timing. Use *Practice* mode to work on the timing of your passes.

Trigger Passing

The **Trigger** passing scheme offers more control over the height of the pass than the **One Button** method does. This is the default option; to switch to **One Button** or **Read and Lead** passing, change the **Passing Mode** option in your **User Profile** (see pg. 4).

To use Trigger passing

1. Press **A** to snap the ball.
2. Press the button (**A**, **B**, **X**, **Y**, or **LB**) that corresponds with the receiver to whom you want to throw.
3. Pull **R** all the way to throw a bullet pass, or pull it only slightly for a lob.



OFFENSE

Read and Lead Passing

The **Read and Lead** passing method is the one to use when you want to take total control. It lets you determine both the height of the pass and where the pass goes.

The passing target is **Locked** by default—this means that after you’ve selected your receiver, the target will remain the same distance from that receiver, no matter where the receiver runs on the field. When the target is **Unlocked**, you can move the target wherever you want, even after you’ve selected a receiver. To switch to **Unlocked**, change the **Read and Lead Target** option in your user profile. (See pg. 4 for more info on user profiles.)



To use Read and Lead passing

1. Press **A** to snap the ball.
2. Press the button (**A**, **B**, **X**, **Y**, or **○**) that corresponds with the receiver to whom you want to throw.
3. Use **R** to place the passing target ahead of the receiver, in the catch zone. (Use the target to “lead” the receiver to where you want him to catch the ball.)
4. Pull **R** all the way to throw a bullet pass, or pull it only slightly for a lob.

To draw the receiver off his assigned pass route*

1. Press **A** to snap the ball.
2. Press the button (**A**, **B**, **X**, **Y**, or **○**) that corresponds with the receiver to whom you want to throw.
3. Pull and hold **L**.
4. Use **R** to move the passing target. The receiver will follow the target around the field.
5. Pull **R** all the way to throw a bullet pass, or pull it only slightly for a lob.

* Note that you can draw the receiver off his route when using either **Read and Lead** passing or **Trigger** passing.



NFL Fever Facts

The button icon over a receiver's head will flash when he is open.

OFFENSE

Adjusting Pass Height

When using **Trigger** passing or **Read and Lead** passing, you can use **R** to determine how high or low you want to throw the ball.

To adjust pass height

1. Press the button that corresponds with the receiver you want to catch the ball.
2. Pull **R** to pass the ball.
3. Before the quarterback releases the ball (while the QB is in his throwing motion), immediately press up on **R** to throw high, or press down on **R** to throw low.

NFL Fever Facts

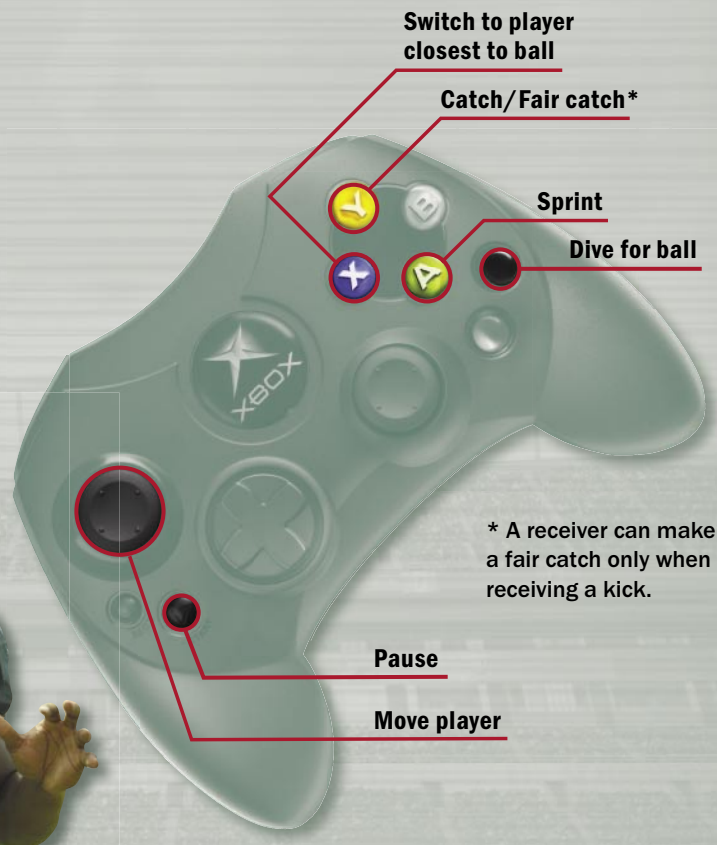
Throwing a pass across the QB's body, or while running backwards, will result in a weaker pass with more loft. Therefore, be sure to plant your feet before you throw.



© Wesley Htz/NFL Photos

Receiver

Use these controls for a user-controlled receiver after the quarterback has thrown the ball.

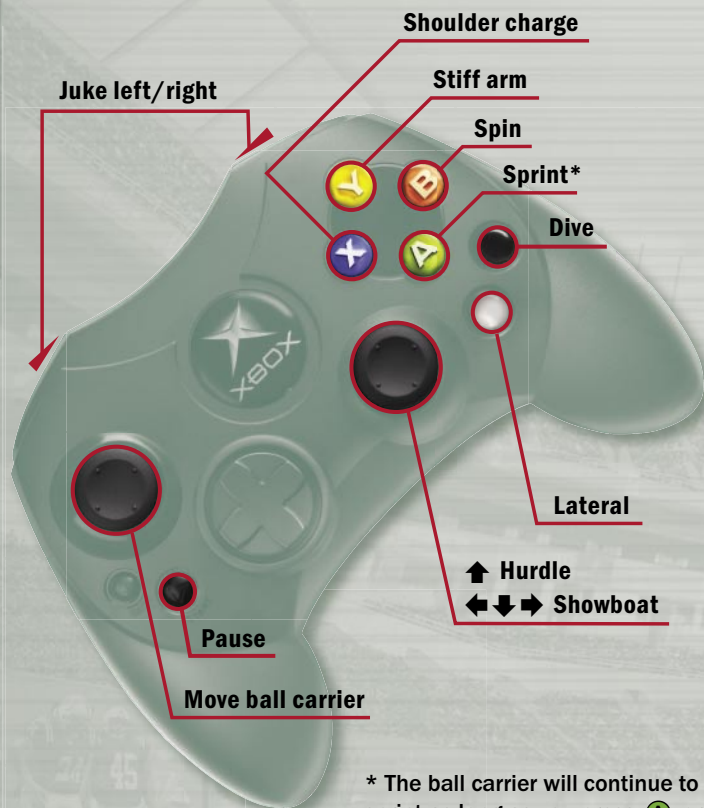


* A receiver can make a fair catch only when receiving a kick.

OFFENSE

Ball Carrier

After you've snapped the ball, you can use the controls below to do the dirty work yourself. Or you can check out pg. 19 for info on using **B** for **One Button** control and have the computer choose a move for you.



* The ball carrier will continue to sprint as long as you press **A** or until he runs out of energy.

One Button Control

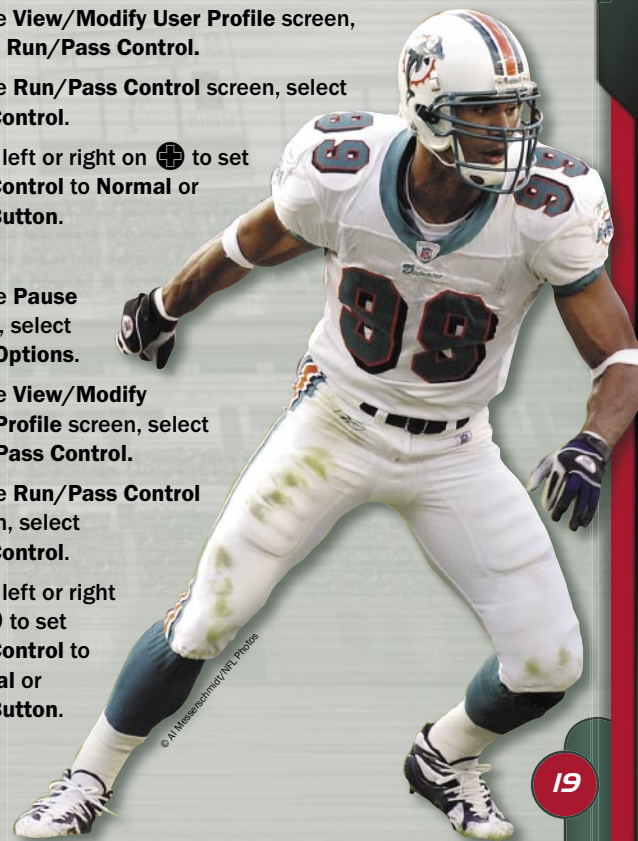
When **One Button** control is turned on, the computer will decide which move to use when you press **B**. It may be a spin, shoulder charge, stiff arm, or juke.

To turn One Button control on or off

1. On the **Main Menu**, select **User Profile**.
2. On the **User Profile** screen, select **View/Modify Profiles**.
3. Press left or right on **+** to scroll through the available profiles.
4. Press **A** to select a profile.
5. On the **View/Modify User Profile** screen, select **Run/Pass Control**.
6. On the **Run/Pass Control** screen, select **Run Control**.
7. Press left or right on **+** to set **Run Control** to **Normal** or **One Button**.

—or—

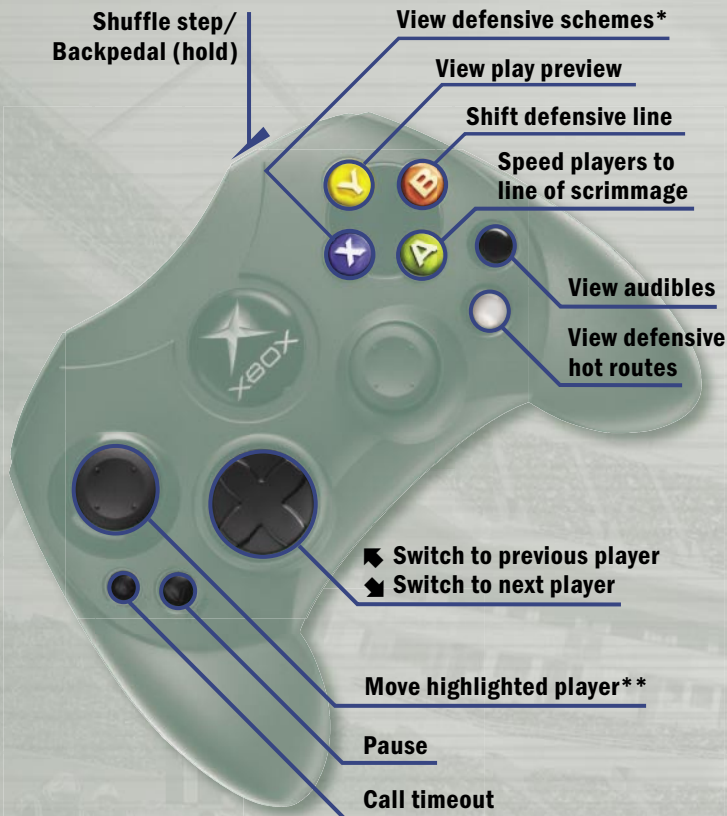
1. On the **Pause** menu, select **User Options**.
2. On the **View/Modify User Profile** screen, select **Run/Pass Control**.
3. On the **Run/Pass Control** screen, select **Run Control**.
4. Press left or right on **+** to set **Run Control** to **Normal** or **One Button**.



DEFENSE

Before the Snap

Use these controls when at the line of scrimmage, before the play starts.



* See pg. 21 for more information on defensive schemes.

** Click and hold **L** while the ball is being snapped to keep control of your player and prevent him from going into his designated assignment.

Defensive Schemes

After choosing a play, but before the snap, you've got one more chance to shift your defensive line—by calling a defensive scheme audible. Remember that the clock will continue to run while you are choosing a defensive scheme.

To call a defensive scheme audible

1. Press **X** to view the available schemes.
2. Use **L** to scroll through the schemes.
3. Click **R** to flip the defensive scheme horizontally.
4. Press the button that corresponds with the defensive scheme that you want to use, or press **BACK** to cancel.

Defensive Schemes

A	Stop Run Left	Y	Defend Inside Pass
B	Stop Run Inside	LB	Defend Deep Pass
X	Stop Run Right	RB	Defend Outside Pass

NFL Fever Facts

When you're at the line just before the snap, press **Y** to review the play assignments.

DEFENSE

After the Snap

To make sure your opponent doesn't see your defensive scheme options, you can turn off the on-field display. You can still call a scheme by pressing **X** and then the appropriate button, but you must remember which button to press because the options don't appear on the screen for you. Note that the on-field display cannot be turned off during Xbox Live games, but your online opponent cannot see your display anyway.

To turn the defensive-scheme display on or off

1. On the **Main Menu**, select **Options**.

—or—

During a game, press **START** to bring up the **Pause** menu, and then select **Game Options**.

2. On the **Game Options** menu, select **Display**.
3. Highlight **Audibles**, and then press left or right on **+** to turn the setting **On** or **Off**.



Use these controls after the QB starts the play.



Kicking

When kicking, the arrow determines the height, direction, and strength of your kick.

To kick the ball

1. Press up and down on **L** to set the height of the kick.
2. Press **A** once to stop the arrow and set the direction for the kick.
3. When the arrow fills with red, press **A** again to set the strength of the kick.



Punting/Kickoff Returns (Ball Carrier)

Fair catch Y

Kneel in end zone ●

Kickoffs/Placekicks/Punts (Kicker)

Set direction and strength of kick A

Set height of kick L

Fatigue

The harder you play, the more tired you're gonna get. Makes sense, don't it? So, watch for the fatigue icon. Green means your guy can go full force, yellow indicates that he's starting to get winded, and red—he needs a breather. A player with a red fatigue meter will run more slowly, won't accelerate as quickly, and won't be able to catch or throw as well.

John Nash

To view the fatigue meter

1. Before the snap during a game, press **Y** to review the play assignments.

—or—

1. During a game, press **START** to access the **Pause** menu.
2. On the **Pause** menu, select **Subs: Global**.*
3. On the next screen, select either **Offense Sub** or **Defense Sub**.
4. Use **L** or **R** and **+** to scroll through the player names.
5. Repeatedly press **B** to back out of the menus and return to the game.

*Making a **Global** change affects all the formations you have. Making a **Formation** change affects only the selected formation.

NFL Fever Facts

Using **A** to sprint tires your players.
Use it wisely.

© Scott Boehm/NFL Photos



XSN Sports combines the power of Xbox Live with the connectivity of the Internet to bring you a whole new gaming experience. You create the leagues; you dominate the tournaments; you become the legend. We make it possible.

How to get started with XSN Sports

1. Subscribe to Xbox Live. (See pg. 27 for more info.)
2. From any computer, log on to the Internet, and go to www.xsnsports.com to join or create leagues.
3. Take your ID and password back to your Xbox console, and then compete in a tournament over Xbox Live.

Record your ID and password here

What else can you do with XSN Sports?

- Check out game schedules.
- View game results and player stats.
- Read and post to message boards.
- Send messages to other XSN Sports members.
- Receive game invitations, schedule updates, and other notifications using e-mail.

To be part of the XSN Sports experience, you have to use a computer to log on to the Internet, and then visit www.xsnsports.com.

Xbox Live

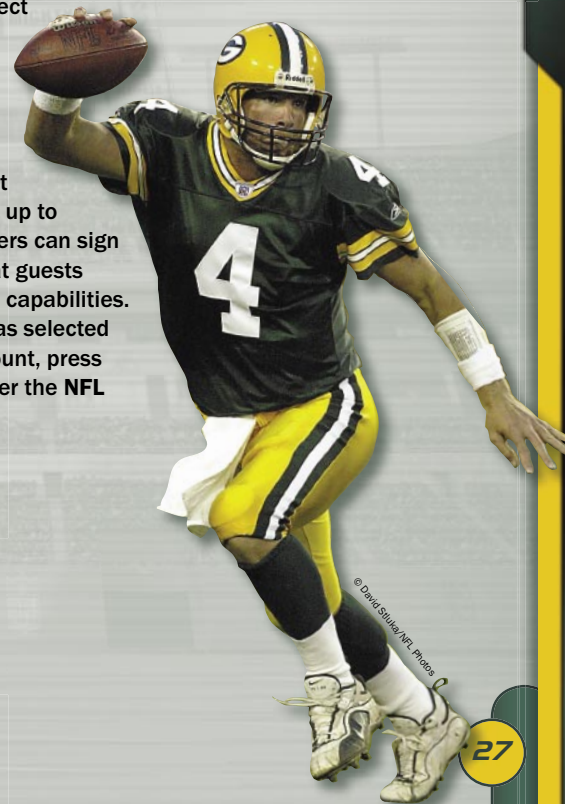
Connecting

Before you can play *NFL Fever 2004* online, you must connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect, and select your country.

Signing In

When you're ready to sign in to Xbox Live, select **Network Play** from the **Main Menu**, and then select **Online**. The first area you encounter is the **Xbox Live Sign In** screen.

This is where you select a user profile and an Xbox Live ID for each player who is signing in. At least one player must select a valid account with Xbox Live. Then, up to three additional players can sign in as **Guest**. Note that guests cannot use any voice capabilities. When every player has selected a profile and an account, press **A** to sign in and enter the **NFL Fever Lobby**.



© David S. Shaw/NFL Photos

Entering the Lobby

When you are in the **NFL Fever Lobby**, you are presented with a number of options. Note that if any player presses **B** while in the **NFL Fever Lobby**, every player will be signed out of Xbox Live.



NFL Fever Lobby

Quick Match	Find an opponent immediately without specifying game criteria. (Note that Quick Match games are not ranked.)
OptiMatch™	Create and host a game, or specify criteria for the game you would like to join.
XSNsports.com Game	Play a game in your XSNsports.com league or tournament. (See pg. 26 for more info on signing up for XSN Sports.)
Friends List	View your current Friends list, see the online status of a friend, and invite a friend to play.
Voice/User Status	Set your Online Status , and decide whether or not to change the sound of your voice.
Rankings	See where you rank, and view stats on other players.
Recent Players List	View users you have recently played in NFL Fever 2004 .
Content Downloads	Download updated rosters, new music, and new commentary.
Sign Out	Quit your game session, and sign out of Xbox Live.

Rankings

The rankings track rank, record, disconnects, and offensive and defensive stats. You can view the rankings of players on your **Friends** list or players in the **Game Room**. Use **L** to scroll through the names, or press **Y** to skip directly to your own name.

Voice Capabilities

Using an Xbox Communicator, you can chat with your opponent while you play online. See the instructions that came with your Xbox Communicator for more information.

Friends List

You can add up to 100 other gamers to your **Friends** list. You can send and receive invitations from those friends, see if they are signed in, see which game they're playing, and more.

To add/delete a player to/from your Friends list

1. Go to the **Game Room**, and highlight the name of that player.
2. Press **A** to bring up the **Player Options** menu.
3. Highlight **Send Friend Request**, and then press **A** to send the request.

–or–

Highlight **Remove from Friends List**, and then press **A** to remove that player from your **Friends** list.

–or–

1. Go to the **Friends List** screen.
2. Press **O** to bring up the virtual keyboard.
3. Enter the gamertag of the friend you want to add, and then select **OK**.

–or–

1. During a game, press **START** to bring up the **Pause** menu.
2. From the **Pause** menu, select **Live Options**.
3. From the menu that appears, select **Friends List**.
4. Press **○** to bring up the virtual keyboard.
5. Enter the gamertag of the friend you want to add, and then select **OK**.








To invite a friend to join a game

1. Highlight a player's name in your **Friends** list.
2. Press **A** to bring up the **Friends Options** menu, and then select **Send Game Invitation**.
3. Choose the settings for your game.

To ignore other players

1. Go to the **NFL Fever Lobby**.
2. Select **Voice/ User Status**.
3. Set your **User Status** to **Appear Offline**.

The Xbox Live Icons

	Voice on
	Voice muted
	Game invitation sent
	Game invitation received
	Friend is online
	Friend request sent
	Friend request received

Credits

Program Managers
James Coliz, Jr.
Ric Neil

Lead Game Designer
Tom Rigas

Game Designer
Brian Jackson

Additional Design
Kevin Keeker
Scott Plette

Development Lead
Orest Zborowski

Development
Steve Blanding
Daniel Cobban
Stephen Coy

Jonathan Haas
Steve Hollasch
Gabe Mares

Shammi Mohamed
Damien Neff
Jeff Spradling

Brian Stone
Pat Sweeney
Taisuke Tanimura
Daniel Weisman
Arnulfo Zepeda

Additional Development
Daniel Adent
Alec Barker

Jim Geist
Ian Lewis
Joel Pryde

Kevin Shapiro

Test Lead
Fred L. Norton II

Test

Jeff Nelson
Bachir Babale
Joe Djorgie

Kyle Casperson
Gavin Kennedy
Collin Moore
Chris Shaules
Aaron Smith

Visual Art Lead
Rory Reich

Technical Art Lead
Ben Cammarano

Art
Rod Chang
Brenda Diaz
Kirk DeGrasse
Jeff DuLong
Ian Gilliland
Kaari King
Kyo Ladopoulos

Kevin Loza
Andy McCulloch
Christie Moon
Kathy O'Keefe
Scott Swan
Alessandro Tento
Steve Chin
Tim Darragh
Dane Egenes
Burr Johnson
Anthony Kwan
David K. McCormack
Nick Vona

Audio Director
Paul Sebastien

Audio Lead
Gus Apostol

Audio, Sound Design,
and Music
Jerry Schroeder
Ken Kato

Tawn Perkowski
Ben Decker
Duane Decker
Peter Comley

Content Lead
Craig Playstead

Content Creation
Michelle Lomba
Beth Demetrescu
David L. McLean
Greg Collins

Principle Voice Talent
Kevin Calabro
Ron Pitts
Dr. Randy Rowland

Print Design
Chris Lassen

Product Planner
Tom Youtsey

Lead Product Manager
John Rodman

Assoc Product Manager
Brandon Stander

Packaging
Laura Kleinhofs

User Testing Specialists
Ramon Romero
Keith Steury

User Testing Assistant
Jose Guajardo

Localization Program Mgr
David Serra

Product Support
Steve Kastner

Legal
Jama Cantrell
TiAnna Jones
Sue Stickney
Patricia Doyle
Judy Weston

Music Acquisitions
Lily Kohn
Peter Davenport

Contracts
Rita Boyd

Management

Studio Manager
Kevin Browne

Group Program Manager
Giancarlo Mori

Development Manager
Scott Briggs

Test Manager
Jimmy Bischoff

Game Design Manager
Steve Schreck

Art Director
Jonathan Cowles

Planning Director
Dave Malcolm

Creative Director
Pat Cook

User Experience Manager
Jeremy Los

Group Product Manager
Darren Steele

Group Assistants
Kristen Miyake
Chanté Gonzales

Special Thanks:
Ed Fries, Shane Kim, James
Miller, Jo Tyo, Matt Whiting,
Peyton Manning, Tim Langlely,
LaShun Lawson.

Thanks to the localization
teams in Redmond
and Dublin.

Special thanks to all the MGS
Sports developers for their
hard work and support.

See the in-game credits for
the complete list of NFL Fever
2004 team members.

● ArtSource
● Excell Data
● S&T Onsite
● Volt

Limited Warranty For Your Copy of Xbox Game Software ("Game") Acquired in the United States or Canada

Warranty

Microsoft Corporation ("Microsoft") warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication.

Returns within 90-day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90-day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration
Microsoft Corporation
One Microsoft Way
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

Get an Edge on the Game!

Xbox Game Tips (Automated): Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Xbox Game Tips (Support Representative): Available 7 days a week including holidays.

- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

Important: Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

Games Technical Support: Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX.
TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12.
TTY users: 001-866-251-26-21.

Note: Xbox game tips are not available from 1-800-4MY-XBOX. You must call Xbox Game Tips (Automated) or Xbox Game Tips (Support Representative) for tips, hints, or codes.

For more information, visit us on the Web at www.xbox.com

Information in this document, including URL and other Internet Web site references, is subject to change without notice. Unless otherwise noted, the example companies, organizations, products, people and events depicted herein are fictitious and no association with any real company, organization, product, person or event is intended or should be inferred. Complying with all applicable copyright laws is the responsibility of the user. Without limiting the rights under copyright, no part of this document may be reproduced, stored in or introduced into a retrieval system, or transmitted in any form or by any means (electronic, mechanical, photocopying, recording, or otherwise), or for any purpose, without the express written permission of Microsoft Corporation.

Microsoft may have patents, patent applications, trademarks, copyrights, or other intellectual property rights covering subject matter in this document. Except as expressly provided in any written license agreement from Microsoft, the furnishing of this document does not give you any license to these patents, trademarks, copyrights, or other intellectual property.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

© & © 2003 Microsoft Corporation. All rights reserved.

Microsoft, the Live logo, the Microsoft Game Studios logo, OptiMatch, Xbox, Xbox Live, the Xbox logo, and the XSN Sports logo are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

© 2003 NFL Properties LLC. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League.

Officially licensed product of PLAYERS INC. The PLAYERS INC. logo is a registered trademark of the NFL players. www.nflplayers.com © 2003 PLAYERS INC.

Manufactured under license from Dolby Laboratories.